

Name: Spire Light Transport
 Type: MandalMotors "Spire" Class Light Transport
 Scale: Starfighter
 Length: 35 Meters
 Skill: Archaic Space Transports - Spire Transport
 Crew: 2; Skeleton Crew: 1/+10
 Crew Skill: Archaic Space Transports 4D, Astrogation 4D, Starship Shields 4D
 Passengers: 12
 Consumables: 9 Months
 Cost: 35,000 (used)
 Cargo Capacity: 90 Tonnes
 Hyperdrive Multiplier: X4
 Hyperdrive Backup: N/A
 Nav Computer: Yes
 Space: 5
 Atmosphere: 300;850kmh
 Maneuverability: 1D
 Hull: 4D
 Shields: 1D
 Sensors:
 Passive: 20/0D
 Scan: 40/1D
 Search: 55/2D
 Focus: 2/3D



Weapons:
 Twin Pulse Wave Blaster Cannons
 Fire Arc: Front
 Fire Control: 1D
 Space: 1-3/9/20
 Atmosphere Range: 100-300/900/2km
 Damage: 4D

Description: An older design built by the Mandalorians, the Spire class transport was originally manufactured for the Mandalorian Military where it served as a troop transport and light cargo carrying vessel. However soon after it was retired it began to be sold on the open market where it found itself a

popular and much desired transport ship. Fast for its time, and pretty tough, this vessel is still a desirable second hand purchase because of the large capacity for passengers and low crew requirement for an ancient vessel although it is now considered to be a difficult vessel to pilot. However it has a small amount of cargo space for such a large vessel, making conversions a popular choice with the large older engines being removed to free up space for newer and smaller replacements.

Page designed in Notepad, logo`s done on Personal Paint on the Amiga.

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